

GAMETEK

ZOO™



**NINJA OF
THE "Nth"
DIMENSION**

**INSTRUCTION BOOKLET
INSTRUCCIONES EN ESPAÑOL**

EmuMovies

GAMETEK

2999 N.E. 191st Street, Suite 500, North Miami Beach, FL 33180 U.S.A.

Printed in Japan

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE
READ THE ENCLOSED
CONSUMER INFORMA-
TION AND PRECAUTIONS
BOOKLET CAREFULLY
BEFORE USING YOUR
NINTENDO® HARDWARE
SYSTEM OR GAME PAK.**



Gametek Customer Support:

**Game Hint and Tip Line
1-900-903-GAME (4263)**

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC

© 1993 Gametek, Inc. Gametek is a registered trademark of IJE, Inc.

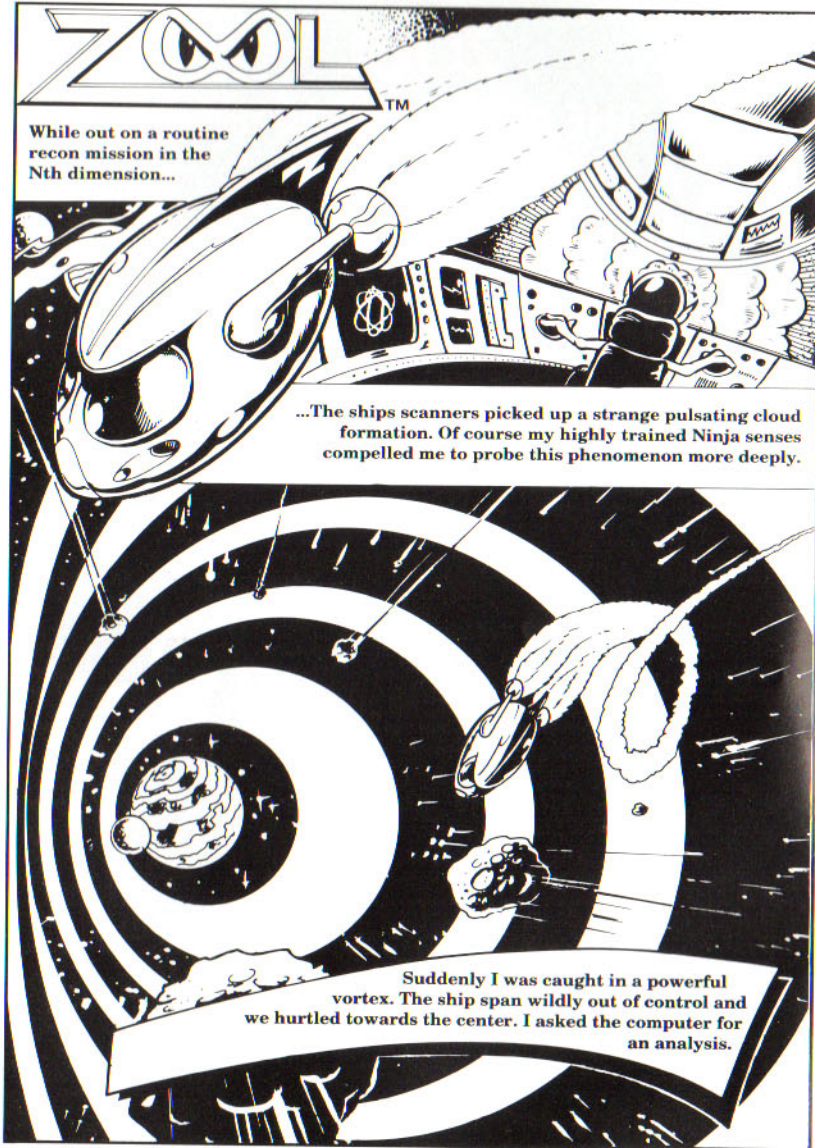
ZOOL THE NINJA FROM THE "Nth" DIMENSION

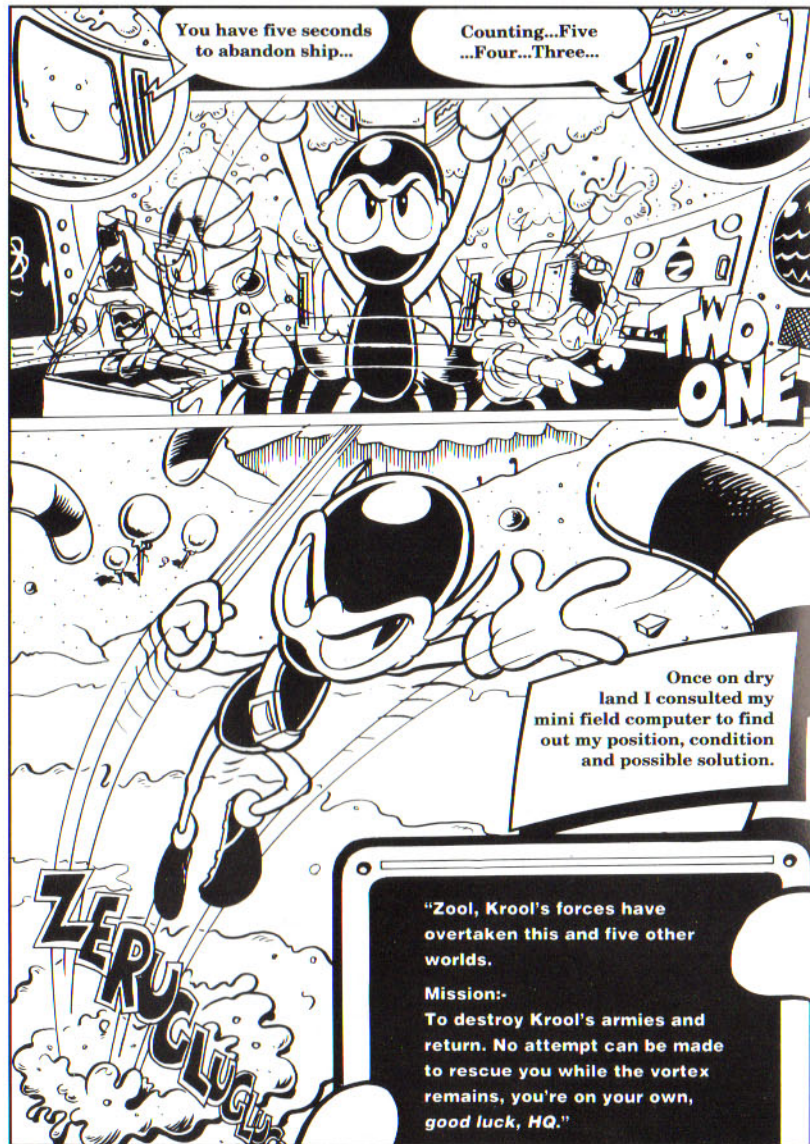
CONTENTS

STORY	4
GETTING STARTED	7
ZOOL: THE NINJA FROM THE Nth DIMENSION	7
THE MAIN MENU SCREEN	8
Start	
Options	
Controls	
In the game	
THE MAIN PLAYING SCREEN ..	9
Restart points	
Bonus hearts	
Weapons at Zool's disposal	
Over 'N' out!	
THE BAD GUYS	11
The sweet world	
The music world	
The fruit world	
The tool world	
The toy world	
The desert island world	
WARRANTY	14
INSTRUCCIONES EN ESPAÑOL	16



ZOOL





GETTING STARTED

1. Make sure that the power switch is 'Off' on your Super Nintendo Entertainment System.
2. Insert the Zool Game Game Pak into your system by following the instructions in your system manual.
3. Plug a controller into port 1.
4. Turn the power switch 'On'. If nothing appears on the screen, re-check your Game Pak to ensure it is inserted correctly

ZOOL: THE NINJA FROM THE Nth DIMENSION

In Zool you play the part of the Interstellar Cosmos Dweller from the Nth dimension. The Nth dimension isn't one specific place; it is everywhere. It is imagination and Zool is its guardian, Protector of Creative Thought and Defender of Positive Action.

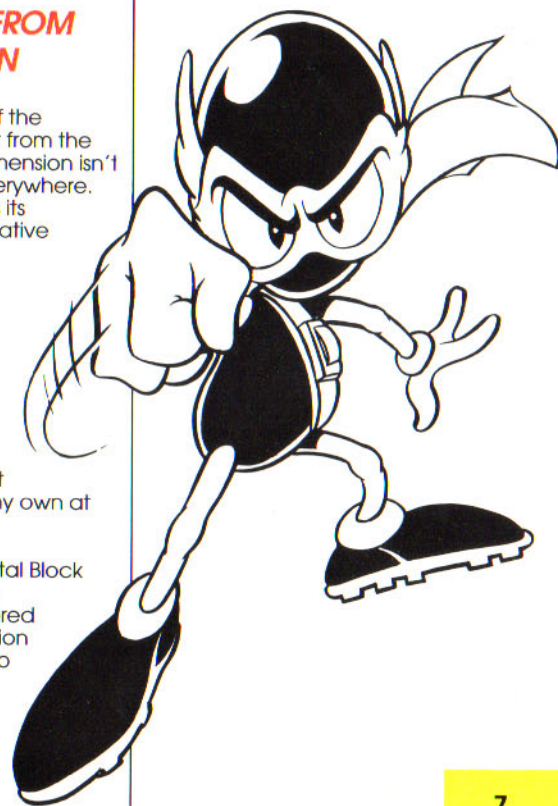
You must take Zool to the edges of the known universe and beyond, guiding our hero through six worlds, and back to his home, the Nth dimension. It may sound easy, but these are places I wouldn't want to walk through on my own at night.

Krool and his assistant Mental Block have been real busy here. Together, they have gathered the forces of non-imagination turning ordinary objects into

deadly assassins. You'll certainly need to develop your Zooling skills to overcome these and the other challenges which await.

Explore the levels, despatch as many of Krool's Legionaries as you can, pick up the bonuses, find the exit and defeat the end of level beastie (oh, and don't forget to keep an eye on the clock!)

Easy, huh? Don't worry... you'll soon get the hang of Zool and there are many items to help you. This is going to be one journey you'll never forget. It's going to be, well...WEIRD!



THE MAIN MENU SCREEN

When the game is loaded, pressing **Start** will take you from the Titles to the Main Menu Screen.



You will be presented with three Menu Options:

START

This will take you to the start of the game.

OPTIONS

This will allow you to alter three options, which will affect the game in the following way:

Skill:

Easy, Medium or Hard. This effects the number of bonuses you need to complete each level and the time you are allocated. On Easy level you need 50% of the bonuses, on Medium 75% and Hard 99%. It will also determine the number of lives you get per continue: 7 on Easy, 5 on Medium and 3 on Hard.

Music:

This option allows you to turn the music on or off.

Continues:

Allows you to alter the number of Continues. The maximum is Five, but black-belt Zoolers may be able to do it in one.



To highlight a particular option, use up and down on the Control Pad. You can then alter it by moving left and right on the Control Pad at the highlighted option.

Press **Start** to exit.

CONTROLS

All of Zool's actions are controlled by using the Control Pad. He's a very versatile character, but after a couple of tries, controlling Zool is simplicity itself.

You can allocate of the following 4 Zool actions to any button on your joypad :

- Flip** Hold down the selected button and run into a wall for a Zooling somersault.
- Fire** Zool will destroy his enemies with a volley of fireballs.
- Jump** Zool performs a leap!
- Spin** Pressing this while in the air will allow Zool to spin, destroying a multitude of enemies.

Use up and down, to select an option, and then press the button you wish to allocate that action to.

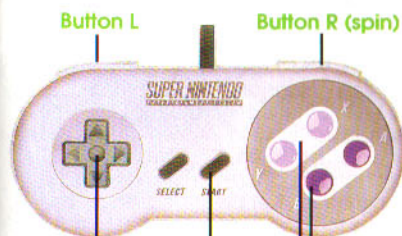
IN THE GAME

D-Pad Controls

Up
Down

Climb Up Walls
Climb Down Walls/
Duck
Run Right
Run Left
Sliding kick left
Sliding kick right
Pauses Game

Right
Left
Left & Down
Right & Down
Start



Control
Pad

Start
(Pause)

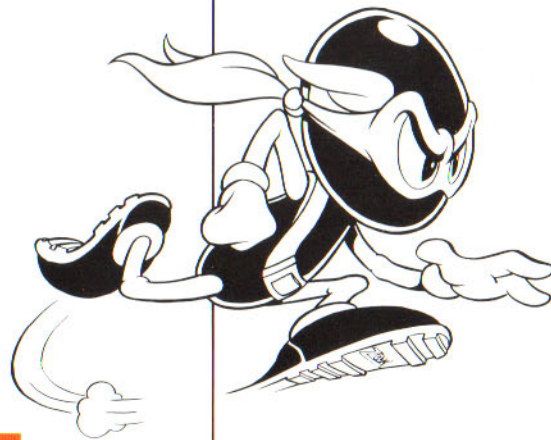
Button A
Button B
(fire)
Button X
Button Y
(jump)



THE MAIN PLAYING SCREEN

Once the game has begun, the Main Playing Screen will look something like the one above. The labels are as follows:

- 1 Number of Bonuses collected
- 2 Direction of Exit
- 3 Time
- 4 Health: If this runs out Zool loses a life.
- 5 Number of Lives Remaining
- 6 Score
- 7 High score



RESTART POINTS

On each level there are a number of restart points to find, and if you hit these, you will begin your next life from that spot. They are easy to spot and you'll soon be hitting them automatically. On each of the levels, they are a button and light on a sign. This will flash when you hit it.

BONUS HEARTS

Occasionally, when you destroy an enemy, a small heart will appear and start to fly skyward. If Zool can grab it, he will increase his health.

THE WEAPONS AT ZOOL'S DISPOSAL

To help Zool in his quest there are a number of weapons situated around the seven worlds that will either enhance his powers, or enable him to destroy Krool's armies:

Bomb.

This smart bomb will blitz all enemies on the screen, when Zool collects it.

Jumping Zool:

Just the thing to scale the heights, when normal Zooling's not enough. Make the most of your talent: it won't last long.

TwoZool:

This weapon splits Zool into two, creating a shadow Zool. Zool can now Fire twice as many times and is even more agile. Be careful though, it can get confusing.

Shield:

Invincible Zool! This will make Zool invulnerable to attack. Guess what though? It wears off after a short time as well!

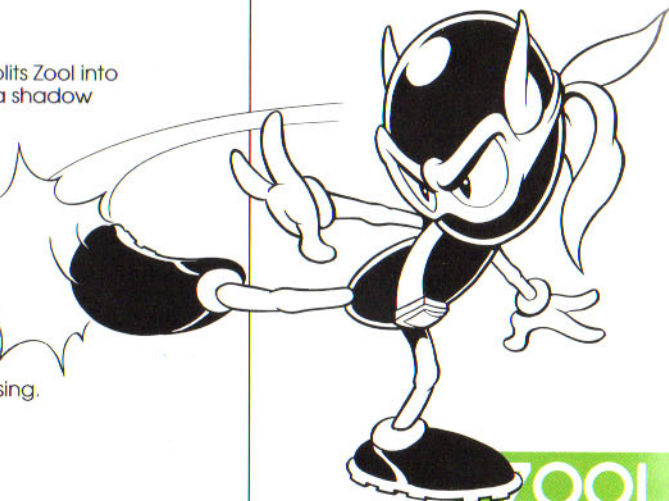
TUP:

An extra life. Very useful.

OVER 'N' OUT!

That's all you need to play Zool, but there's a lot more to learn. There are so many things waiting to be discovered, including hidden rooms featuring... well, you'll see. Just a few words of advice, things are not always as they seem; there are walls that aren't walls, puzzles to work out which will test your ninja skills to the Nth degree. Don't hang about, the timer's already running down, just get going and prepare to Zool your way back to the Nth Dimension.

GOOD LUCK!



THE BAD GUYS

It looks as if everything is out to stop you. Not only is the terrain on these worlds pretty hostile, but there's the small matter of Krool's strange minions to overcome. We cannot tell you about all the creatures you will meet on your journey as not much is known and Krool is adding to his forces all the time, but to help you on your way, here are just some of the weird menaces you'll be mixing it with.

THE SWEET WORLD



Humble Bee:

These huge beasts take to the air and then home in on Zool.

Jelly:

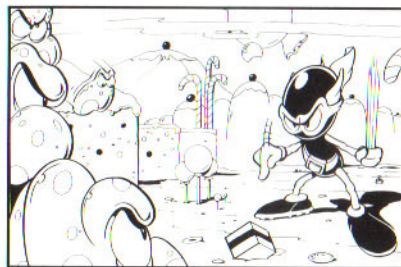
These terrors are everywhere.

Despatch them easily with a quick kick, jump or missile.

Dodgy Jelly: Like a normal jelly, only this critter homes in on you.

Sweet Beastie: Fairly rare, but very nasty. These are the meanest dudes in the Sweet World: not only get in your way, but they'll launch a whole load of jelly beans at you whenever they can. Watch out!

End of Level Beastie: The Hum-Bug



THE MUSIC WORLD

Walking Drums: These guys wear bullet-proof drumskins. Shoot from behind if you can, but a good kick or jump works just as well.

Violins: It's not arrows they fire but bows and, unfortunately for Zool, they seem to have a limitless supply. Too bad really, as it's so hard to get them that they're difficult to destroy, but don't hang around for too long they won't be shaken off easily.

Flying Cymbals: Whizzing round the screen like dive bombers. If you're not careful Zool will get more than an ear bashing.

End of Level Beastie: Jimmie's Killer Guitar



THE FRUIT WORLD



Carrots: Spitting carrot shrapnel. Zool had better turn these fellas into coleslaw! It's them or you.

Bananas:

These yellow perils could cause Zool quite a slip up as they bounce along.

Flying Pea Pods: Flying through the sky these veggie bombers could land Zool with a nasty surprise. Accomplished Zoolers could see 'em off with a power-jump.

End of Level Beastie: Big Bad Banana.

THE TOOL WORLD



Drills: Emerging from the wall when you least expect and then retreating just as fast. They could leave Zool needing a few fillings. But listen, they could be of some use. How? You'll just have to find that out for yourself.

Saws: Look out for these ground dwelling horrors. If you're not careful, Zool'll be half the ninja he used to be.

Chopper: Hacking through the air, contact with this giant could make mince-meat out of Zool - literally. There's no dealing with it. **Avoid!**

End of Level Beastie: Giant Driller Killer



THE TOY WORLD



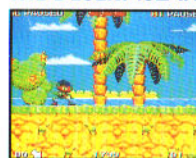
Tanks: These armor clad killers fire enormous missiles at Zool: They look indestructible, but remember, they're only toys!

Bouncing Balls: All colors and sizes, burst them before the rebounding rogues flatten Zool.

Paper Airplanes: High-Flying Hazard? Origami as a Martial Art? Whatever you think, try power-jump and fire for a zooling dog-fight.

End of Level Beastie: Maxie the Robot.

THE DESERT ISLAND WORLD



Walking Flowers: Desert Lilies are not a laughing matter when they're spitting poison pips at you. Make short work of these

petalled pests with a quick shot.

Clubbing Cacti: Swinging huge spiked arms at Zool whenever they get the chance. There's no combating these monsters. Steer clear.

Bouncy Bugs: Bouncy, bouncy eight times then rocket at you. These Kamikaze creeps need disposing of early if Zool's to avoid a pounding.

End of Level Beastie: Cactus Jake.

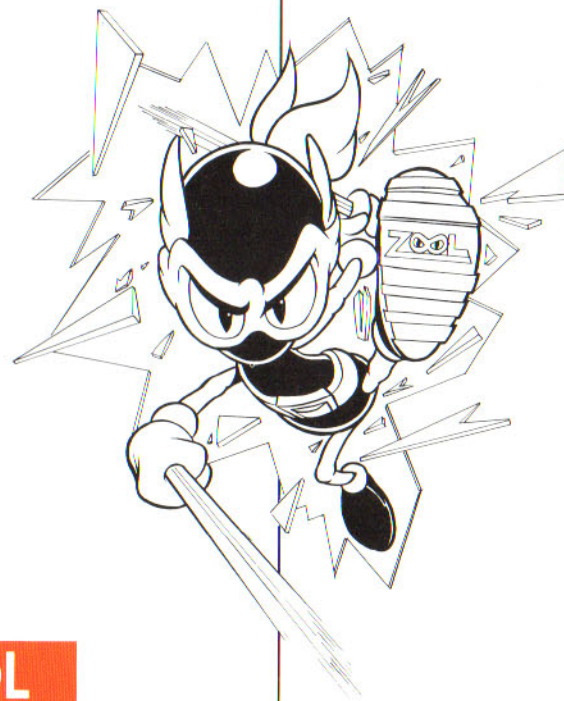
THE FAIRGROUND WORLD

Toffee Apples: These mutant toffee apples are only too happy to share their toffee with Zool. Trouble is, it's still red hot.

Dodgems: Looking to give Zool a bump he'll not forget in a long while. Get them before they do a hit and run.

Hammers: So, a blow from one of these is bad for you. No surprise there, but try not to destroy them, as they will prove useful. (You'll need to figure out exactly how yourself, though.)

End of Level Beastie: The Unmentionably Indescribable Two Eyed Thingy.



WARRANTY

GAMETEK warrants to the original purchaser only, that the software program coded on the game pak provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the program is found defective within 90 days from the date of purchase, it will be replaced. Simply return the game pak to GAMETEK, along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

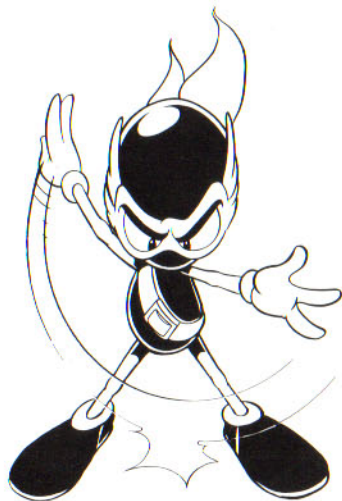
GAMETEK shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages from personal injury, even if GAMETEK has been advised of the possibilities of such damages. Some states do not allow the exclusion of limitations of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific rights and you may also have other rights which vary from state to state.

FREE INTRODUCTORY COMPUERVE MEMBERSHIP

As a valued Gametek customer, you are eligible for a special offer to receive a FREE introductory membership to CompuServe – the world's largest on-line information service.

By joining CompuServe, you can receive the latest news and product announcements concerning Gametek games. From the Game Publishers Forum (GO GAMEPUB), you can download updates to your favorite computer games or obtain demos of soon-to-be-released computer games. You'll also be able to trade tips, hints and strategies with other Gametek computer and cartridge game players in the Gamers Forum (GO GAMERS).

To take advantage of this special offer, call toll free 1-800-524-3388 and ask for Representative #436 to get your introductory CompuServe membership which includes a personal User ID, pass word, \$15 usage credit and an entire month's worth of basic services free.



ANY PROBLEMS?

GAMETEK CUSTOMER SERVICE

305-935-3995

8:00 a.m. to 8 p.m. Eastern Time

GAMETEK CUSTOMER SUPPORT:

GAME HINT AND TIP LINE

1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

CREDITS

GREMLIN GRAPHICS

Programming by **Matthew Donkin**

Additional Programming by **Ritchie Brannan, Paul Hiley**

Support Programming by **Ashley Bennett**

Graphics by **Ade Carless, Paul Gregory, Damon Godley**

Original Music by **Patrick Phelan**

Sound by **Paul Hiley**

Map Design by **Ade Carless, Paul Green**

Quality Assurance **Lee Cambell, Tony Howe, Rob Millington, Simon Short**

Producer **Mark Glossop**

Manual by **Steve McKevitt**

GAMETEK

Manual Editing by **Stacey Ruderman**

Packaging Design by **Wendy Weber**

Art Director **Stephen Curran**

Production Manager **Sherry Kross**

Producer **Van Collins**

Quality Assurance **Bobby King**



© 1992, 1993 Gremlin Graphics Software Limited. All rights reserved. Computer source codes © Gremlin Graphics Software Limited. All Rights Reserved. ZOOL © 1993 Gremlin Graphics Software Limited. Trademarks pending. All rights reserved.

GAMETEK INC.

2999 N.E. 191ST STREET, SUITE 500, NORTH MIAMI BEACH, FLORIDA 33180 U.S.A.
(305) 935-3995